Starships D6 / TIE Bomber Mark 3

TIE Bomber Mark 3

The Yuuzhang Vong invasion route bypassed Bastion, but left the Empire feeling incredibly insecure. To complement the new "Resurgence" class Star Destroyers, a new generation of fighters was needed. All were based on the venerable TIE line. Sienar was quite relieved when they got the orders because it indicated to the leadership of Santhe/Sienar Technologies that they had somewhere to run to if things go too hot in the New Republic. All of these new TIEs were factory equipped with "flicker mode" lasers and "grab-proof" shields.

The TIE Bomber Mk.3 improves on the TIE Bomber in terms of versatility. The Mk.2 added shields, and the Mk.3 adds a Multi-purpose Warhead Launcher borrowed from the TIE Defender design. The TIE Bomber is mainly intended for anti-capital strikes, as the Scimitar and TIE/gt are better suited for ground attack.

Craft: Sienar Fleet Systems TIE Bomber Mk.3
Type: Attack starfighter
Scale: Starfighter
Length: 9.6 meters
Skill: Starfighter Piloting: TIE
Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D+2,
Starship Shields 3D
Cargo Capacity: 75kg, .3 cubic meters
Consumables: 2 days
Maneuverability: 2D
Space: 8
Atmosphere: 245; 850 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 25/1D
Scan: 40/2D
Search: 60/3D
Focus: 4/3D+2
Weapons:
Two Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km

Damage: 4D

Multi-purpose Warhead Launcher

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Warhead Types:

Advanced Proton Torpedo:

Space Range: 1/4/8

Atmosphere Range: 100/400/800

Ammunition: 16

Damage: 9D

Heavy Rocket:

Space Range: 1/2/5

Atmosphere Range: 200/300/600

Ammunition: 8

Damage: 10D

Proton Bomb:

Space Range: 1/2/5

Atmospere Range: 1-50/100/200

Ammunition: 8

Damage: 11D

Concussion Missile:

Space Range: 1/3/7

Atmosphere Range: 1-50/100/200

Ammunition: 14

Damage: 7D

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